EA SPORTS
PRESENTS

SNS-SI-USA

FIFA
INTERNATIONAL
SOCCER

INSTRUCTION BOOKLET

ELECTRONIC ARTS

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

The Producers of **FIFA International Soccer** would like to extend their gratitude to the families and friends of all the **FIFA International Soccer** team members, whose patience and understanding during the development of the game were invaluable to its production.

LICENSED BY

Nintendo

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SETTING UP

1. Flip OFF the power switch on your Super Nintendo Entertainment System®.
   WARNING: Never try to insert or remove a game pak when the power is ON.
2. Make sure a Controller is plugged into controller socket 1 on the Super NES®.
   If you're playing against a friend, plug the other Controller into Controller Socket 2.
3. Insert the game pak into the slot on the Super NES®. Press firmly to lock the game pak in place.
4. Turn ON the power switch.
   The EA SPORTS logo appears. If you don't see it, begin again at step 1.

MULTI-PLAYER ADAPTER

The Multi-Player Adapters let up to five players play against each other or as teammates.

Just plug the adapter into Controller Socket 2 on the Super NES, and you're ready to go.

***NOTE:** The Multi-Player Adapter is not designed for use with the Super NES Super Scope or the Super NES Mouse.*

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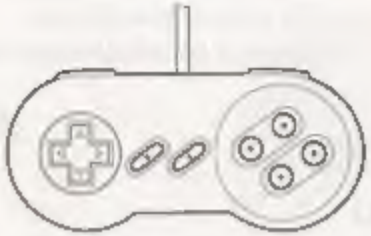
CONTROL SUMMARY



KICK OFF

A, B, X, or Y — Kick

WITHOUT THE BALL

Y	Sliding tackle or header (depending on position of ball)
B	Switch to player nearest ball
A	Speed boost (and elbow when near opponent)
X	Shoulder charge

WITH THE BALL

Press the Control Pad **up/down/left/right** to control direction of player on the ball.

Y	Lob/chip
B	Pass
A	Shot
X	Give-Go passing
L or R	Control aftertouch

A+Control Pad in opposite direction to which you're running — Back heel the ball

BALL IN THE AIR

A, B, X, or Y	Header (if ball is above shoulder level) Volley (in direction player is facing) Bicycle kick or Half Volley (in direction opposite the player is facing)

GOALKEEPER

WITH BALL

X	Throw or kick ball into play(depending on proximity of other players). See Keeper's Ball section on page 27 for more information.

WITHOUT BALL

L + R	Switch player control to goalie only if no one else is already controlling him. Works only when the manual goalkeepers option is active.

GOAL KICK, CORNER KICK, THROW-IN

A, X, or Y	Kick the ball
B	Throw-In
L or R	Turn on camera

Move camera with the Control pad for Goal Kicks (camera movement is automatic for Corner Kick and Throw-In)

Note: *The camera option lets you pan across the field while still showing your active player in the window. This makes Throw-Ins, Corner Kicks, and Indirect Penalty Kicks more accurate.*

PENALTY KICK

A or X	Kick
B	Switch player
L or R	Control ball after it is kicked (aftertouch)

FREE KICK

A	Kick
B	Pass
X	Give & Go
Y	Lob

INSTANT REPLAY

B	Forward at normal speed
A	Fast forward
Y	Fast rewind
X	Frame-by-frame slow motion
L or R	Reverse camera angle

INTRODUCTION: A WORLD OF SOCCER

From the slums of Sao Paulo to the suburbs of Stuttgart you see them, groups of children playing soccer, a pile of discarded clothes for goal posts, a tin can or tennis ball in place of stitched leather. At this level at least, the game is universal. It doesn't require expensive equipment to fall in love with Association Football, just the desire to play. Make no mistake, it's from this youthful melee of flying feet and flailing arms that the next Pele or Maradona, Charlton or Cruyff will emerge.

Almost every nation on Earth now competes at international level, and soccer is far and away the planet's most played, and watched, sport. This wasn't the case back in 1904 when the Fédération Internationale de Football Association (FIFA) was formed. The seven founder members were all European: Belgium, Denmark, France, Holland, Spain, Sweden and Switzerland. It took another two years for the British to get wise and join the Association, although the first President of FIFA, D.B. Woolfall, was British.

Reflecting the diversity of teams and the worldwide interest in Association Football, FIFA International Soccer contains accurate team line-ups and player attributes for 30 national sides. Cameroon burst onto the world stage with exciting performances at Italia '90, and FIFA International Soccer reflects the emergence of African teams as powerful footballing nations. Pitch the skills of Cameroon against any of the more renowned footballing nations, such as Holland, Germany and Brazil – they're all here, in the soccer sim that brings the game stunningly to life, as only an EA SPORTS™ game can.

SETTING UP MULTI-PLAYER GAMES

Up to five friends can join in a game of EA Sports FIFA Soccer. You need the Multi-Player Adapter and a controller for each player.

- Plug a controller into Controller Socket 1 and plug the Multi-Player Adapter adapter into Controller Socket 2 on the front of your Super NES.
- Push the small black switch on the front of the Multi-Player Adapter adapter marked **Select 2P <—> 3-5P** left to the 3-5P position.
- Player 1 uses the controller plugged into Controller Socket 1. Players 2 through 5 use the controllers plugged into the Multi-Player Adapter adapter.

TEAMS

The 30 national teams in EA Sports FIFA International Soccer are: Argentina, Australia, Belgium, Bolivia, Brazil, Bulgaria, Cameroon, Canada, Columbia, England, France, Germany, Greece, Italy, Japan, Mexico, Morocco, Netherlands, Nigeria, Norway, Rep. Ireland, Romania, Russia, Saudi Arabia, Scotland, South Korea, Spain, Sweden, Switzerland, and USA.

PLAY MODES

When the game begins, the Play Mode screen appears. Choose Game Options and the kind of match you want to play from this screen.

1. Press the Control Pad **up/down/left/right** to highlight Exhibition, Tournament, League, Playoffs, Restore, or Options.

2. Press **START** to select a highlighted option

Exhibition: A one-time game between the two teams of your choice. This is also the default mode.
Tournament: Choose one to eight teams to play in a Tournament. The teams with the best Tournament record go into a Playoffs series to determine the Tournament championship.
Playoffs: Choose one to eight teams for the Playoffs. Go straight to the Playoffs without playing Tournament games first.
League: Choose up to eight teams to play one another for the League Championship.
Options: Set game Options, such as Half Length, Game Type, Field Conditions, etc. (See the Game Options section immediately following.)
Restore: Resume a saved Playoff, Tournament, or League game.

GAME OPTIONS

CHANGING GAME OPTIONS

Some options can be changed only from the Game Set Up screen before Exhibition, League, Tournament, or Playoffs competition begins. They are noted.

1. To set Game Options from the Play Mode screen, press the Control Pad **left/right** to highlight Game Options and press **START**. The Game Options screen appears.
2. To select an option, press the Control Pad **up/down** to move the highlight ball beside it. Press the Control Pad **left/right** to change a Game Option.
3. To leave the Game Options screen, press **START**; to restore all of the Game Options to their default positions, press **SELECT**.

OPTION DESCRIPTIONS

Game Type: Action or Simulation. In an Action game the players don't tire as the match progresses, so their shot power and accuracy don't deteriorate. Action is the default setting. A Simulation game takes the affect of fatigue on players' passing and shooting into account.
Half Length: (In minutes) 2, 4, 6, 8, 10, 20, or 45. This option can be changed only from the Game Set-up screen.
Fouls: On (fouls will be called) or Off (no fouls called).

Offsides: On (offsides rule is in effect) or off (offsides rule is waived). See the Offsides section on page 27 for an explanation on this rule. Offsides can be turned on or off only from the Game Set-up screen.

Field Conditions: Dry, Damp, Drenched, or Hot. Weather influences the condition of the field, which in turn affects the movement of the ball on the playing surface and the height of its bounce. As a rule of thumb, the drier the field, the quicker the ball goes on the field surface and the higher it bounces. This option can be changed only from the Game Set-up screen.

Field Type: Natural or Artificial. This option can be changed only from the Game Set-up screen.

Clock: Continuous or In Play. In Continuous mode, the clock keeps going even when the ball is out of play. However, to prevent intentional time wasting by players, the ref adds on any time wasted over free kicks and throw ins. In Play mode means that the clock stops when the ball is out of play. This option can be changed only from the Game Set-up screen.

Note: *The clock starts only after the kick off.*

Goal Keepers: Both Automatic, Both Manual, Team 1 Manual, Team 2 Manual. With Manual goalies you control the keeper yourself . This can be difficult before you become familiar with the game, so it's a good idea to use Both Automatic until you're more proficient at FIFA International Soccer.

Sound: Stereo or mono.

Music: On (music plays) or off (no music).

Sound Effects: On (sound effects, such as the thud of a kick, player's grunts, etc.) or Off (no sound effects).

Power Bar: On or Off. The Power Bar shows the force behind a kick or throw. See the Power Bar section on page 22 for more info.

EXHIBITION MATCHES

Exhibitions are one time games between two international teams; they are not a part of league or tournament play.

SELECT TEAMS

1. The Team 1 flag is in the selection box on the left when the Select Teams screen appears. The default Team 1 is USA. Press the Control Pad **up/down** to choose a team from the list of 30 national squads. Each team's Skill Ratings are given at the bottom of the screen when its name and flag appear (see the Skill Ratings section on page 15 for more info).
2. When you've selected Team 1, press the Control Pad right to highlight the Team 2 flag. Choose Team 2 in the same manner as Team 1. The default Team 2 is Germany. Again, a team's Skill Ratings appear at the bottom of the screen along when it's name and flag appear in the team selection box.
3. When you have chosen the teams you want, press **START** to call up the Player Select screen.

TOURNAMENT MATCHES

Tournaments consist of six groups (A through F) of four teams each. After all the teams in a group have played each other three times, sixteen teams – the top two teams from each group and the four remaining teams with the best overall records – go on to the Playoff stage (see Playoffs on page 11). Like Exhibition and League games, Tournament games can end in a draw except in the Playoff round; Playoff games continue into extra time until one team wins.

TOURNAMENT TEAM SELECTION

1. When the Team Selection screen appears, the name of Team 1 is in the blinking yellow selection box on the right side of the screen and the team's skill ratings appear on the left. The default Team 1 is USA. Press the Control Pad **left/right** to view other teams and their skill ratings.
2. If you want to add a second team in the Tournament , press **B**. (If you want to proceed to Tournament play with only Team 1 under your control, press **START**.) Team 2 appears directly below Team 1. Again, press the Control Pad **left/right** to scroll through the teams.
3. To select more teams, keep on pressing **B**. To remove a team, highlight it and press **X**. You can control up to eight teams in a tournament, and your teams will be numbered on screen, 1 through 8. Note that all the games for all the teams you select must be played to completion.

DIVISION GROUPINGS

After you have chosen Tournament teams, the Division Groupings screen appears. The teams you have chosen are placed randomly within six groups, A through F.

- If you wish to see all the Division Groupings, press the Control Pad **up/down** when the Division Groupings screen appears. The borders flash around the two teams about to face each other.

BEGINNING A TOURNAMENT

1. To begin the Tournament, press **START**. The Scouting Report for the upcoming game appears, comparing the two team's skill levels.
2. From the Scouting Report, press **START** to go to the Player Select screen (see Player Select on page 14 for instructions).
3. From the Player Select Screen, press **START** to start the next match.

PLAYOFFS

Playoffs are the elimination stage of a tournament: One loss eliminates a team. In Tournament mode, they come at the end of a Tournament; but in Playoff mode, you can skip the Tournament stage and go straight to the Playoffs.

PLAYOFF TEAM SELECTION

- Playoff team selection is the same as in Tournament team selection; see Tournament Team Selection on page 10 for info.

PLAYOFF TREE

After you have chosen your Playoff team(s), or after you have played through a Tournament to the Playoffs, the Playoff Tree appears. Playoffs are arranged in four rounds; teams than win in one round advance to the next. Your teams are placed at random in the first playoff round. If you are playing Playoff mode only, your teams are numbered from 1 up to 8; if you are playing Playoffs at the conclusion of a Tournament, they are numbered as they were in the Tournament.

- To see the entire Playoff Tree, press the Control Pad **left/right**. The borders around the two teams involved in the first game flash.
- To leave the Playoff Tree and go to the Scouting Report, press **START**.

LEAGUE GAMES

A League is a group of eight teams. Teams in a League play each other twice to determine the League championship. The championship is decided on the basis of point awarded for wins (each worth two points) and draws (each worth one point). No points are awarded for losses. The team with the most points at the end wins the championship.

LEAGUE TEAM SELECTION

1. On the Team Selection Screen, press the Control Pad **left/right** to scroll through the list of 30 international teams; the national flag and skill ratings of each team appears on the left side of the screen.
2. When the team you want appears, press **B** to go add the team to your League. To delete a team, press **X**. To add more teams, keep on pressing **B**.
3. When you have chosen all the teams you want, press **START** to go to the League Standings screen(see League Standings section below). Press **START** again to go to Scouting Report on both teams' skill levels.
4. From the Scouting Report, press **START** to go to the Player Select screen (see Player select section on page 14 for more info).
5. From the Player Select screen, press **START** to go to the Pregame screen.

The teams you select for your league are numbered 1 up to 8. If you pick fewer than eight teams, the remaining league slots will be filled with teams chosen at random; these teams will not be numbered. You play only numbered teams' games.

LEAGUE STANDINGS

The League Standings screen appears before the first League game and between matches. It shows the teams' current won-lost-tied record and total points. The borders flash around the next two teams to face each other.

RESTORE

You can save a League, Playoff, or Tournament, and pick it up later from where you left off if you have the correct Password given at the End of Game screen (see End of Game on page 30 for more info).

ENTERING A PASSWORD

1. When the Enter Password screen comes up, a selection window is in the first space of the password. Choose the first character in the Password by pressing

the Control Pad **up/down/left/right** to scroll through the characters at the bottom of the screen. The character in the selection window changes as you scroll through these characters.

2. When the correct character appears in the first space of your Password, press **B**. The selection window will automatically advance to the next space in the password.
3. If you enter an incorrect character, press **A** to erase it and **X** to backspace. Press **B** to advance the selection box and follow step 1 above to select the correct character.
4. When you've entered the entire password, press **START** to return to the Player Select screen.
5. To leave the Enter Password screen without entering a password, press **SELECT**.

PLAYER SELECT

From the Player Select screen, decide who controls which team, whether a team will be controlled by one player or by multiple players, and how the control pad will direct players on the field.

CONTROL SETUP

Controller 1 always defaults to Team 1 on the Control Setup screen, represented by the controller icon under Team 1. If there are two or more controllers plugged into the Super NES, a controller icon appears in the center of the screen for each of these controllers. The icon for controller 2 is at the top of the stack, and the icon for controller 5 is at the bottom.

- Press each Control Pad **left/right** to move its controller icon beneath a team. If a controller icon remains in the center of the screen, it will be inactive at the start of the game. If no controller icons are assigned to the teams, the computer will control both teams during the game. However, controllers can be reassigned to a different team or to a neutral position during a game.

- Once all the controllers have been assigned to a team (or left in a neutral position), press **START** to go to the Pregame Options screen, or press **B** to toggle the control method (see following section).

CONTROL METHOD

FIFA International Soccer's unique perspective gives you a TV-style view down onto the field. To compensate for the angle of this point of view, you may want to change the response of your Control Pad.

The default position of white arrow on the controller icons is angled; that means you must use the diagonals on your Control Pad to make the players move straight up the field.

1. To toggle between the two control methods, press **B**.
2. When you change the arrow to point directly up, press the Control Pad **up/down/left/right** to move a player around the field in straight lines.
3. When you are satisfied with your control method, press **START** to go the Pregame Options Screen.

BEGINNING A GAME

- From the Scouting Report, press **START** to begin the game.

SKILL RATINGS

TEAM SKILL RATINGS

Team skill ratings appear at the bottom of the team selection screen, and each skill level is represented by a gold bar. The longer the gold bar for a given category, the higher the team's skill rating in that aspect of their play. The six skills rated are Shooting, Running, Passing, Defense, Tackling and Goaltending. There is also a final Overall rating.

PLAYER SKILL RATINGS

Players skills are rated on a 0-99 scale in 14 skill categories on the Substitutions screen (see Substitutions section on page 24). The Skills Rated are: Skill, Speed, Reaction, Ball Control, Shot Power, Shot Accuracy, Slides, Agility, Bicycles, Headers, Stamina, Passing and Aggression.

PREGAME SCREEN

The Pregame screen appears before a game begins. From this screen, you can select your team's strategy, formation, starting line, and other options.

- To configure your team, press the Control Pad **up/down** to move the soccer ball icon down through the list of options. When the ball is beside the option you want, press **A**, **B**, **X**, or **Y**.
- To go straight to the field and play with default settings, press **START**.

START GAME

Use this option to begin the game.

CONTROL SETUP

Using this option, you can change the Control Setup and Control Method you chose earlier (see Control Setup and Control Method section on pages 14 and 15 for more info). You can also change which team you control during a game.

OPTIONS

Use this option to change the Game option you selected earlier (see the Game Options section on page 7 for option descriptions).

TEAM COVERAGE

Use this option to adjust the range of your players' field coverage.

- Press the Control Pad **up/down** to highlight Defense, Midfield or Attack.
- Press the Control Pad **left/right** to adjust the length of the arrow on the field. The Midfield arrow can be extended in either direction, toward defense and attack.

The further your defenders push up, the more likely you are to find yourself under manned on defense when the opposition counter-attacks.

If you leave the midfield players grouped in the center of the field, it's hard for them to mix with defenders and attacking players, but if you spread them too thin and they're likely to be overrun.

The area of field covered by your forward players depends to a large extent on the chosen strategy (see *Team Strategy*): if you're playing Long Ball, it's all right to leave them camped well inside the opposition half, but choose Defend and they need to drop back.

- When you've adjusted Team Coverage, press **START** to return to the Pregame screen.

TEAM STRATEGY

Use this option to select a strategy for your team.

- Press the Control Pad **up/down** to scroll through the available strategies. Diagrams on the field change illustrate each strategy.

Auto: The computer automatically selects a strategy for you, and changes it when appropriate.

Long Ball: From defense the ball is punted upfield, with midfield and attacking players racing up to meet it. Often referred to as 'Route 1'. This strategy is simple, direct, and works best when you have tall center-forwards who are good headers of

the ball. Soccer purists, however, would say that it lacks the finesse of skillful passing play

All Out Defend: Players are kept behind the ball in an attempt to fend off the opposition by sheer weight of numbers. Choose this if you expect a real hammering from the opposition forwards, or in the dying moments of a match when you're defending a narrow lead.

Attack: An open strategy designed to maximize shots on goal, with defenders pushing up and midfield players supporting the front men.

Defend: A tight strategy that keeps midfielders in and around your own half of the field to form an extra defensive barrier

All Out Attack: Everyone pushes forward into the opposition half, giving little thought to preventing goals. Use when time is running out and defeat would otherwise be inevitable

- To choose a strategy, press **START** when it is highlighted. You return to the Pregame screen.

TEAM FORMATION

Use this option to adjust the positioning of your players on the field. The yellow dots on the field mark player positions. Note that different teams have different default formations.

- Press the Control Pad **up/down** to scroll through the available formations. Diagrams on the field illustrate each formation.

3-5-2: The well-manned midfield tries to get control of the ball before the 3-man defense is threatened, and feeds it to the forwards.

4-4-2: A well-balanced although conventional formation, solid in both defense and midfield, but requiring a good understanding between the two center-forwards if goals are to result.

Sweeper: An extra man at the back plays in a freer defensive role. He's the last line of defense when the men in front have been beaten, but can also push up into midfield and sweep the ball forward.

4-2-4: Although weakened in midfield, the four forwards are expected to overwhelm any unwary opposition defense. Especially effective in conjunction with Attack strategies.

4-3-3: Another well-balanced formation, this adds to the attacking options of 4-4-2, although there is a subsequent weakening of the midfield.

- To choose a formation, when the highlight ball is beside it press **START**. The Pregame screen or Pause screen reappears.

STARTING LINE

Use this Option to adjust your lineup. Keep in mind that in Simulation mode, the number of subs used per game is limited to two. In Action mode, substitutions are unlimited. Players' positions are designated on this scene by single letters: F=Foward, G=Goalie, D=Defenseman, M=Midfielder. Note that a goalie can be replaced only by another goalie.

1. Press the Control Pad **up/down** to move the highlight ball through the squad list. When the highlight ball is beside a player, his name appears in the Subs window at the bottom of the screen, and his position on the field flashes.

When the name of the player you want to pull from the game appears in the Subs window, press **B** to select him.

2. Press the Control Pad **up/down** to move the highlight ball beside the player you want to send into the game as a substitute. Press the Control Pad **left/right** to check his Skill Ratings to see if he has the skill levels you want (see Skill Ratings on page 15 for more info). The name of this player appears beneath the other player's name in the Subs Window.
3. To send in a substitute player, press **B** when the highlight ball is beside his name, a "Swapped" message confirms that the substitution is made.
4. To Cancel a Substitution and choose another player, press **X**.
5. To leave the Substitution screen, press **START**.

Note: *If a player has been sent off the field for a flagrant foul, use the Substitutions option to reposition the remaining players to try to plug the gap left by his exit.*

QUIT GAME

When you select Quit Game, you're asked to confirm your choice. YES or NO. YES takes you back to the Game Setup screen, your current match and any Game Configuration changes will be lost. NO returns you to the Game Configuration screen.

1. To select YES or NO, press the Control Pad **left/right** to place the highlight ball beneath your answer.
2. To confirm your choice, press **START**, **A**, **B**, **X**, or **Y**.

ON THE FIELD

When you're satisfied with your team configuration, press **START** and the real action begins – on the field.

THE KICK OFF

- To kick off and get the game underway or restart following a goal and after half time, press **A** or **B**. Press the Control Pad **up/down/left/right** to direct the pass.

Note: *Defending players are not allowed into the center circle until the ball has been kicked off.*

CONTROLLING THE PLAYERS

Players control the player on the field who is marked by colored star. Player 1's controlled player is marked by a red star. Player 2's is marked by a blue star. Player 3 is yellow. Player 4 purple, and Player 5 black.

The star appears only as an outline when the player doesn't have the ball. The star is solid white in the center and shows the player's number when he is in possession. When the controlled player is not on screen, an arrow appears and points in his direction. Arrows are colored coded just like the control stars are: Player 1=red, Player 2=blue, Player 3: yellow, Player 4: purple, and Player 5=black.

- To switch between players, press **B**. The star moves to your player nearest to the ball.
- To direct the movements of a highlighted player, press the Control Pad in the direction you want the player to go.

See the Control Summary section on page 11 for more information about Controlling Players.

POWER BAR

Being able to control how much power is used when moving the ball is important. For instance, the more force that's used on a shot on the net, the less accurate the shot will be. To see how much power is used for lobs, shots, kicks, throw ins, or corner kicks, check the Power Bar. The goalie can also refer to the Power Bar to decide how hard to kick in the ball.

The Power Bar appears when a controlled player kicks or throws the ball. The Power Bar does not appear for a computer-controlled player.

- To build up power when one of your players is in possession of the ball, press and hold **B**. The Power Bar will build up from left to right. The yellow level carries the least power, the orange level is in the middle, and the red level indicates the highest level of power.

PAUSING THE GAME

- To pause the game at any time during play, press **START**.

When the game is paused, the Paused Game Configuration screen appears. From this screen, you can change the Control Setup, Options, Team Coverage, Team Strategy, and Team Formation; make Substitutions, view Game Stats, Score Summary, and Foul Summary; or Quit. (See Game Configuration Screen below for explanations of these option.)

PAUSE SCREEN

The Pause screen is similar to the Pregame Configuration screen, and you can use it to change many of the same options.

- To select an option from the Pause screen, press the Control Pad **up/down** to move the spinning soccer ball beside the option you want and press **A**.

- To return to the field from the Game Configuration screen, use the Resume Game option (described below) or press **START**.

RESUME GAME

Resume Game returns you to the game at the point where it was paused; any configuration changes you made while the game was paused come into effect when the game is resumed.

- You can also return to the field by pressing **START**.

INSTANT REPLAY

Instant Replay replays (instantly) the past 10 seconds of the game in a variety of speeds and modes—forward, backward, or freeze frame. When you select Instant Replay, a controller icon appears on screen. As shown on this icon, the controller buttons control replay functions as follows:

- To rewind the action, press and hold **Y**. Release **Y** to stop rewinding.
- To advance the replay one frame at a time, tap **X**. To advance the replay in slow motion, press and hold **X**.
- To replay the action at normal speed, press **B**. The replay will play through until you press **B** again or it reaches it's completion.

- To fast forward, press and hold **A**.
- To change the replay camera angle, press **L** or **R**.

Instant Replays focus on the ball unless you use Player Tracking (explained below).

PLAYER TRACKING

Player Tracking locks the replay camera on a particular player. You can track a player from either team throughout the entire replay or track different players. You can select the player to be tracked only when the replay is freeze framed.

- Press the Control Pad **up/down/left/right** to place the yellow tracking box near the player you want to track. When yellow crosshairs appear beneath that player, the camera is locked on him.

TEAM COVERAGE

The same as the Team Coverage option in the Pregame Configuration screen. See Team Coverage on page 17 for instructions.

TEAM STRATEGY

The same as the Team Strategy option in the Pregame Configuration screen. See Team Strategy on page 17 for instructions.

TEAM FORMATION

The same as the Team Formation option in the Pregame Configuration screen. See Team Strategy on page 18 for instructions.

SUBSTITUTIONS

The same as the Starting Line option in the Pregame Configuration screen. See Starting Line on page 19 for instructions.

GAME STATS

The Game Statistics screen gives an up-to-the-minute summary of these stats for both teams: Score, Shots on Goal, Saves, Corner Kicks, Minutes Attacking, in Midfield, and Defending, and Fouls.

SCORING SUMMARY

The Scoring Summary screen lists the players who scored, the team they scored for, and the time the goal was made.

FOUL SUMMARY

The Foul Summary screen lists all players whose misbehavior has earned either a red or yellow card, along with their team and the time their offense occurred.

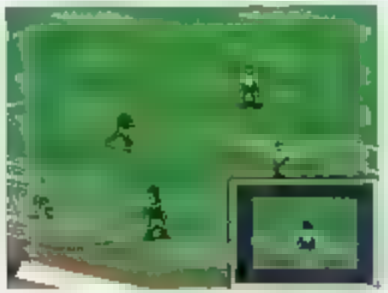
BALL OUT OF PLAY

The ball is out of play when it entirely passes over the touchline or goal line. The referee will whistle to signal it. There are three ways a ball out of play can be put back in play.

Goal Kicks. If an attacking player shoots wide of the goal and none of the defenders touch the ball on its way over the goal line, the ball is automatically placed at the corner of the goalie's box (which side depends on where the ball went out) and the goalie must kick the ball upfield.

- To make the goalie kick the ball upfield without aiming it, press **A** or **B**.
- To aim a kick, press **L** or **R** to call up the target box. Press the Control Pad **up/down/left/right** to place the target box where you want the ball to go. Then press **A** or **B** to kick it.

Note. *From a Goal Kick, the ball must at least reach the edge of the penalty area. No other players are allowed into the penalty area until the ball has been cleared.*

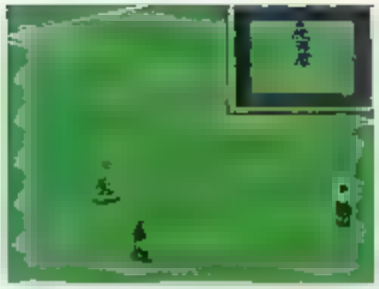


Corner Kicks: A corner kick takes place if the last player judged to have touched the ball on its way over the goal line was a defender or the goalie. A Corner Kick is taken from within the quarter circle marked around the corner flag (which side depends on where the ball went out). The player taking the kick is chosen automatically.

- Press the Control Pad **up/down/left/right** to place the red target box where you want the ball to go, and then press **A** or **B** to kick the ball into the penalty area.

Throw Ins: Taken from the touchline where the ball went out of play, a throw-in is awarded when an opposition player kicks the ball into touch. The player taking the throw is chosen automatically.

- To move the Target Box to the area of the field where you want to throw the ball, press the Control Pad **up/down/left/right**, and then press **A** or **B** to throw it.



Keeper's Ball: When an attack breaks down and the ball is safely in the goalie's hands, it's a Keeper's Ball. Even when goalies are computer-controlled, the player who controls the goalie's team automatically takes control of the goalie and has to get the ball back into play, either by kicking or throwing the ball upfield.

- **To throw or kick**: Press **X** and press the Control Pad **left/right/up/down** to direct a throw or kick to a nearby defender.
- **To throw or kick using the target box**: Press **L** or **R** to call up the target box. Press the Control Pad **left/right/up/down** to put the target box where you want the ball to hit, and then press **X**.

Depending on the proximity of other players, the goalie will either kick or throw the ball.

Note: *During a Keeper's Ball, the goalie may only take 5 steps before releasing the ball.*

INFRINGEMENTS

OFFSIDES

The Offsides rule is designed to prevent attacking players from "goal hanging" in the hope of getting the ball while the defenders are upfield. It states that there must be a defending players between an attacker and the goal when the ball is played to

the attacker in the opposition half. This only applies when the attacking player is in a position to interfere with play. A player can't be Offside in his own half of the field, direct from a Throw-In or a Corner Kick.

When a player is caught Offside the referee signals a free kick, and the Offside icon appears along with the offending player's name. A free kick is then awarded, taken from where the player was caught Offside.

With this option OFF the game is more free flowing, with fewer free kicks and more scoring opportunities.

***Note**: When the Offsides option is on, the ref awards a free kick for all Offsides, even if the Fouls option is off.*

FREE KICKS

Free kicks are awarded for fouls and technical infringements. These include violent or late tackles, shoving a player off the ball and Offsides (see Offsides on page 27).

When you win a free kick, the ball is placed where the infringement took place, so there's no chance of gaining a few yards by creeping forward with the ball. A player is automatically designated to take the kick. The human-controlled player closest to the infraction when the whistle is blown takes the free kick.

- Press the Control Pad in the direction you want the kick to travel. Press **X** for a short free kick to a nearby player. If you're in range, press **A** for a shot on goal direct from the free kick.

***Note**: Opposition players must remain 10 yards from the ball until the kick is taken.*

PENALTIES

A Penalty is awarded when an offense worthy of a free kick occurs in the penalty area. So a foul by the defender within his own penalty area results in a penalty kick.

TAKING A PENALTY

- The computer automatically nominates a penalty taker, who stands in the penalty area ready for the kick. Press **B** to change players.
- Press **A** to shoot: use the Control Pad to direct the ball in the air.

When more than one player per team is human-controlled, the player who was fouled gets to take the penalty kick.

BOOKINGS

If the referee considers a foul to be particularly vicious, he is likely to show the guilty player the yellow card. Play stops while the ref takes the player's name.

Repeat offenders generally receive the red card. Play then stops and the offending player is ejected from the game. An ejected player can't be replaced by a sub; so after a team's first ejection, when play resumes they will have only ten men on the field. (It is possible to play with as few as seven men on the field.)

SCORING

To score in FIFA International Soccer, put the ball in net to break the invisible vertical plane linking the posts, the bar, and the goal line. While the ball does not have to hit the back of the net to score a goal, the whole of the ball must cross the goal line.

After the celebration over a goal dies down, the ball is returned to the center circle for a kickoff

HALF TIME

When the referee signals the end of the first half, both teams leave the field and the Half Time Report appears. It provides pertinent information about the first half of the ongoing match: Score, Shots On Goal, and Save.

- To return to the Game Options screen, press **START**

END OF GAME/FINAL REPORT

When the final whistle blows, the Final Report screen appears. It contains the same information as the Half Time Report—Score, Shots on Goal, Saves, and a password (remember to copy down the password *carefully*). The Final Report also contains the name, number, and team of The Man of the Match, the most valuable player in the game just played.

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